

### AMENDMENTS TO THE CLAIMS

1. (currently amended) A method of interacting with a monitor, comprising:

modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring an input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a hyperlink, or a menu;

wherein tracking the eye gaze comprises monitoring a user's eye movement in a direction of the stationary target object, and further monitoring a trajectory of the input indicator on the monitor;

wherein the portion of the output is modified after a delay, the delay beginning upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object, wherein the delay represents about 90 percent of the total trajectory between the input indicator of the monitor and the stationary target object;

identifying the stationary target object through eye-gazing tracking by identifying at least one particular pixel being gazed at by the user;

wherein modifying the portion of the output comprises selectively expanding a target object region in the portion of the output; and

wherein modifying the portion of the output further comprises selectively contracting a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region; and

further monitoring the input indicator to detect renewed activity, the renewed activity comprising a detected movement of a cursor in combination with a detected movement of the user's eye and, in response to the detected renewed activity, restoring the target object to an unmodified size and restoring the output displayed on the monitor to an unmodified appearance.

2-5. (cancelled)

6. (previously presented) The method according to claim 1, further comprising determining a modification time based on data derived concurrently from the user's eye gaze.

7. (previously presented) The method according to claim 1, further comprising determining a motion direction of the input indicator.

8. (previously presented) The method according to claim 1, wherein identifying the target object is based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.

9. (original) The method according to claim 1, further comprising identifying the portion of the output based on boundaries of interactive graphical user interface components.

10. (cancelled)

11. (previously presented) The method according to claim 9, further comprising expanding the interactive graphical user interface components to permit interactivity.

12. (previously presented) The method according to claim 1, wherein the input indicator is inputted by an input device that comprises any one or more of: a mouse, a touch screen, a tablet computer, a personal digital assistant, a stylus, and a motion sensor.

13. (previously presented) The method according to claim 1, wherein transforming the portion of the output comprises transforming the stationary target object into a larger target object larger than the stationary target object by increasing the stationary target object in size and hiding an area of the monitor that is covered by the larger target object.

14. (previously presented) The method according to claim 1, wherein transforming the portion of the output comprises moving one or more objects on the monitor toward one or more edges of the monitor to accommodate a change in appearance of the stationary target object.

15. (previously presented) The method of claim 13, wherein transforming the portion of the output comprises reducing a size of one or more objects located adjacent the larger target object to accommodate a change in appearance of the larger target object while maintaining an original appearance of a remaining portion of the output.

16. (previously presented) The method according to claim 12, further comprising restoring the stationary target object and the monitor to an original appearance when any one of the eye-gaze or the input device indicates that the stationary target object has been deselected.

17-22. (cancelled)

23. (new) A system for interacting with a monitor, the system comprising:  
a computer;  
a gaze tracking apparatus in communication with the computer;  
a user input device in communication with the computer; and  
a monitor in communication with the computer;

wherein the computer is configured to: modify a portion of an output displayed on the monitor by tracking an eye gaze through the gaze tracking apparatus and by monitoring an input indicator on the monitor that reflects a user's activity via the user input device, wherein the output comprises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a hyperlink, or a menu;

track the eye gaze by monitoring the user's eye movement in a direction of the stationary target object, and by further monitoring a trajectory of the input indicator on the monitor;

modify the portion of the output after a delay, the delay beginning upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object, wherein the delay represents about 90 percent of the total trajectory between the input indicator of the monitor and the stationary target object;

identify the stationary target object through eye-gazing tracking by identifying at least one particular pixel being gazed at by the user;

wherein modifying the portion of the output comprises selectively expanding a target object region in the portion of the output; and

wherein modifying the portion of the output further comprises selectively contracting a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region; and

further monitor the input indicator to detect renewed activity, the renewed activity comprising a detected movement of a cursor in combination with a detected movement of the user's eye and, in response to the detected renewed activity, restoring the target object to an unmodified size and restoring the output displayed on the monitor to an unmodified appearance.

24. (new) The system of claim 23, wherein the computer is further configured

to determine a modification time based on data derived concurrently from the user's eye gaze.

25. (new) The system of claim 23, wherein the computer is further configured to determine a motion direction of the input indicator.

26. (new) The system of claim 23, wherein identifying the target object is based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.

27. (new) A computer storage medium having computer readable instruction stored thereon that, when executed, implement a method of interacting with a monitor, wherein the method comprises:

modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring an input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a hyperlink, or a menu;

wherein tracking the eye gaze comprises monitoring a user's eye movement in a direction of the stationary target object, and further monitoring a trajectory of the input indicator on the monitor;

wherein the portion of the output is modified after a delay, the delay beginning upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object, wherein the delay represents about 90 percent of the total trajectory between the input indicator of the monitor and the stationary target object;

identifying the stationary target object through eye-gazing tracking by identifying at least one particular pixel being gazed at by the user;

wherein modifying the portion of the output comprises selectively expanding a target object region in the portion of the output; and

wherein modifying the portion of the output further comprises selectively contracting a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region; and

further monitoring the input indicator to detect renewed activity, the renewed activity comprising a detected movement of a cursor in combination with a detected movement of the user's eye and, in response to the detected renewed activity, restoring the target object to an unmodified size and restoring the output displayed on the monitor to an unmodified appearance.

28. (new) The computer storage medium of claim 27, wherein the method further comprises determining a modification time based on data derived concurrently from the user's eye gaze.

29. (new) The computer storage medium of claim 27, wherein the method further comprises determining a motion direction of the input indicator.

30. (new) The computer storage medium of claim 27, wherein identifying the target object is based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.